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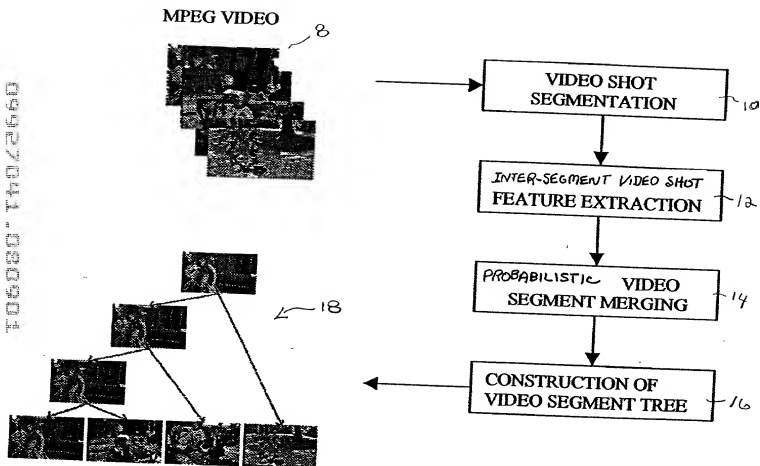


Fig / Proposed architecture for Consumer Video Organization.

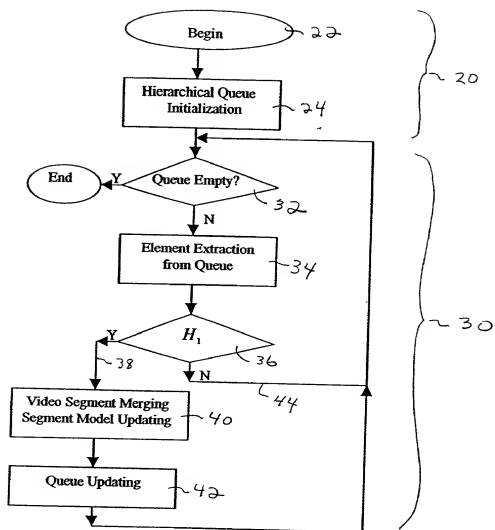


Fig. 2 Flow chart for the video segment merging algorithm.

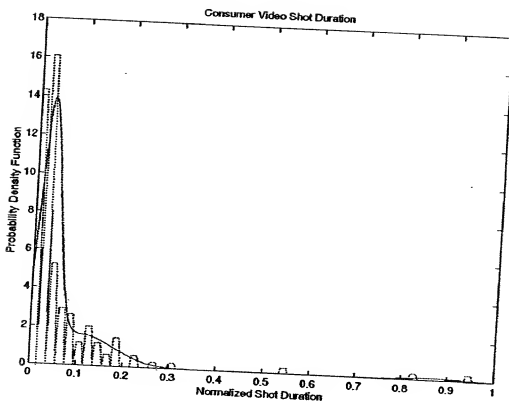


Fig. 3

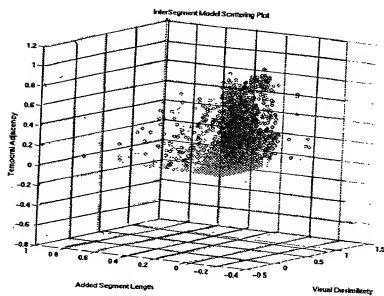


Fig 4 Scattering plot for training inter_segment feature vectors.

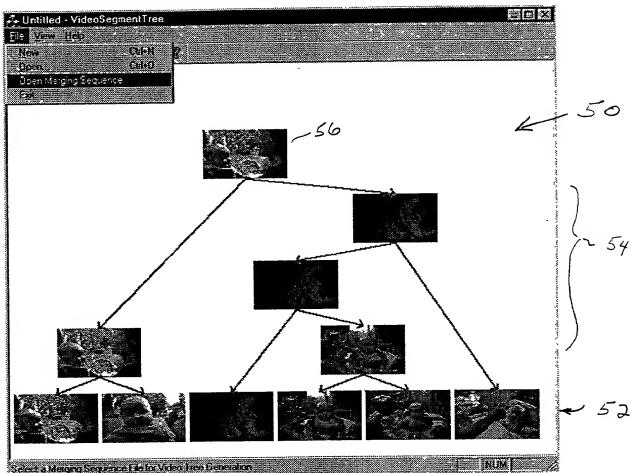


Fig 5 Displaying the Binary Video Segment Tree. Rylan_2 video clip. The leaves of the binary tree show a random frame from each shot (numbered 0-5, from left to right). Each parent node corresponds to a merging of a pair of segments.